

RAIMORTH'S HOLLOW™

SCENARIO
NUMBER

ONE



Created by Michael T. Walter

PUBLISHED BY

walter computer services

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Apple II, II+, //e, //c, /// and Compatibles (Dos 3.3, 64 K)

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WELCOME TO ADVENTURE #1 - "RAI'MORTH'S HOLLOW"

TO SET THE SCENE, YOU ARE IN THE LAND OF NORDHRAL, AND YOUR STARTING PLACE IS THE TOWN OF THREE RIVERS (M#1). THREE RIVERS IS A SMALL TOWN LOCATED IN THE SOUTHEASTERN PART OF NORDHRAL. THE NORDHRAL RIVER FORKS HERE, AND THE TOWN IS TO BE FOUND ON THE SOUTHERN SHORE, WITH THE WESTERN AND EASTERN FORKS FLOWING BY. THREE RIVERS IS A BUSY PLACE AS IT IS THE ONLY TOWN IN THIS AREA. THE GREAT FANGTHORN FOREST LOOMS TO THE NORTH/NORTHEAST, AND THREE RIVERS ISLAND LIES OFFSHORE TO THE SOUTH. TO THE SOUTHEAST RISE THE SERPENTINE MOUNTAINS OF BONELAIR. (NOTE: THE MAIN BRANCH OF THE NORDHRAL RIVER IS THE EASTERN FORK. THE RIVER IS SUPPLIED FROM MANY MOUNTAIN STREAMS THAT ORIGINATE IN THE SERPENTINE MOUNTAINS. FOR SAKE OF EASE EACH OF THE THREE PORTIONS OF THE RIVER IS CALLED A FORK, IN REALITY ONLY THE SOUTHERN AND WESTERN FORKS ARE TRULY FORKS. THE EASTERN PART BEING THE MAIN RIVER, WHICH FLOWS FROM EAST TO WEST (N/W) AND SOUTH).

THREE RIVERS IS MAINLY A STOPPING OFF PLACE FOR ADVENTURERS AND TRADERS. THERE ARE MANY DANGERS AROUND THE TOWN AND SURROUNDING AREAS AS THERE IS NO OFFICIAL LAW HERE, THOUGH THE RESIDENTS WILL PROTECT THEIR OWN IF POSSIBLE. ALL IN ALL EVERYTHING SEEMS TO BE RATHER NORMAL, BUT FOR THE EVIL DOINGS ON THE SOUTHERN FORK OF THE NORDHRAL RIVER AND THE CONSTANT RAIDING PARTIES THAT ROAM THE GRASSLANDS THAT SURROUND THREE RIVERS. THE UNSPEAKABLE DEALERS OF DEATH AND DESTRUCTION RULE FROM THE DEPTHS OF FANGTHORN FOREST. LEGEND HAS IT THAT ANY BAND OF HARDY SOULS DEFEATING THAT WHICH LIES ENTRENCHED IN THE FOREST, WILL BE DECLARED THE 'CHAMPIONS OF NORDHRAL'.

WELL, ONWARD!

1. ADVENTURE#1 IS A NEW CONCEPT IN FRP GAMING AND REQUIRES AS MUCH OR AS LITTLE PREPERATION AS YOU WANT TO DO. WE WOULD SUGGEST THAT YOU BECOME FAMILIAR WITH THE PROGRAMS OPERATION BEFORE RUNNING THE SCENARIO. (SEE SCENARIO PREPERATIONS SECTION)

2. OPERATION FUNCTIONS

A. THE GO TO SAVED LOCATION FUNCTION: THIS ALLOWS YOU TO RETURN TO THE PLACE AT WHICH YOU LAST PRESSED (Q)UIT/SAVE. A HANDY FUNCTION INDEED AS IT ALLOWS FOR : ELECTRICAL FAILURE (GAME POSITION SAVED ON DISK-REBOOT), AND THE STRECHING OF THE SCENARIO OVER MANY SESIONS OF PLAY. IT CAN ALSO BE USED AS A LIFESAVER, IN THE EVENT THAT THE PARTY IS WIPED OUT, STUCK, OR LOST. YOU AS GM CAN START AGAIN FROM THE LAST SAVED POSTION. (THIS SHOULD BE USED SPAREINGLY!)

B. THE GO TO ANY LOCATION : IF YOU DID NOT DESIRE TO GO TO A SAVED LOCATION YOU ARE THEN ASKED IF YOU WOULD LIKE TO GO TO THE LOCATION # (M#) OF YOUR CHOICE THIS IS AN INVALIABLE FUNCTION, AS IT ALLOWS YOU, AS GM TO VIEW OR PREVIEW ANY OF THE MAPPED LOCATIONS AT WILL, ALSO SHOULD ANYTHING GO AWRY YOU CAN GO BACK TO THE LOCATION WHERE THE PARTY WAS (EVEN IF IT WAS NOT A SAVED LOCATION). BY AWRY WE MEAN PROGRAM TERMINTION DUE TO ELECTRICAL FAILURE OR THE UNLIKELY EVENT THAT THE PROGRAM ITSELF FAILS.

C. IF NEITHER OF THESE FUNCTIONS ARE USED THEN THE PROGRAM WILL PLACE YOU AT THE STARTING POINT-"THREE RIVERS": M#1

D. WHEN YOU VIEW YOUR FIRST LOCATION SCREEN (DIFFERANT IN

RAI'MORTH'S DUNGEON), YOU WILL NOTICE AT THE BOTTOM OF THE SCREEN A CONTROL WINDOW. PLEASE FOLD AND PLACE THE 'DIRECTION STRIP' (WITH THE SIDE UP THAT CORRISPONDS TO THE COMMANDS IN THE CONTROL WINDOW), BEHIND THE TOP ROW OF KEYS. THIS WILL ALLOW YOU EASY USE OF THE COMMANDS 1-9 OR 1-0 (DEPENDING ON THE CONTROL WINDOW YOU ARE VIEWING. THE NORMAL SCREEN GIVES YOU OTHER COMMANDS AS WELL: Q)UIT/SAVE F)IEND B)OOTY O)BJECT R)EPEAT TEXT - AN EXPLANATION OF EACH FOLLOWS.

AA.QUIT/SAVE - THIS WRITES TO DISK YOUR CURRENT POSITION IN THE GAME. IT DOES NOT END THE GAME OR ALTER IT IN ANY WAY.

BB.FIEND - THIS DRAWS AT RANDOM A MONSTER FROM A SHORTENED VERSION OF THE TEXT FILE 'MEAT'. THERE ARE 79 MONSTERS CONTAINED AND READILY AVAILABLE FOR USE AS WANDERING MONSTERS ETC. ON THE MASTER DISK. THIS FILE 'MEAT' CAN BE VIEWED, EDITED AND PRINTED OUT USING THE MONSTER SECTION IN GM GUIDE I. (THE ACTUAL # OF MONSTERS IS 80 (0-79) BUT AS BEFORE RECORD #0 WILL NOT BE ACCESSED.

CC.BOOTY - THIS WILL GENERATE SMALL TREASURES (GOLD,SILVER AND A POSSIBILITY OF A GEM OR TWO)-GOOD FOR REWARDS FOR THEIVIN, LOOTING ETC.

DD.OBJECT - THIS DRAWS AN OBJECT (+1 SWORD ETC.) FROM A FILE THAT CONTAINS 100 OBJECTS - USE IT SPARENGLY!

EE.REPEAT TEXT - THIS MOST IMPORTANT FUNCTION LETS YOU REPEAT THE SERIES OR SINGLE TEXT SCREENS OVER AGAIN IN CASE YOU MISSED SOMETHING OR AN ARGUMENT INSUES OVER SOME POINT IN THE SCENE YOU HAVE JUST DESCRIBED. REMEMBER THAT WHEN YOU USED THIS FUNCTION ALL OF THE ROUTINES THAT MAKE UP THIS LOCATION WILL ALSO BE REPEATED! YOU, AS GM CAN OF COURSE CHOOSE TO IGNOR THAT SECOND TRAP, PATROL OR GROUP OF MONSTERS/OPPOSING FORCES. THERE ARE A FEW PLACES WHERE YOU ARE GIVEN NO SUCH CHOICE! EXAMPLE: NIGHTMARE - HERE THERE IS NO CONTROL WINDOW AND YOU WILL ALSO NOTICE THAT IT DOES NOT APPEAR ON THE MAP! THERE IS A COMMONLY USED ROUTINE THAT OCCURS BETWEEN TEXT SCREENS - "PRESS (C) TO CONTINUE:". THIS WILL BRING UP THE NEXT SCREEN, RESULTS OF A TRAP(S) OR THE CHARACTERS THAT THE PARTY MUST FIGHT. (SEE COMBAT SECTION) ** IMPORTANT! PRESS THE (C) KEY WHEN YOU ARE CONFRONTED BY THIS MESSAGE (AFTER YOU HAVE READ THE TEXT) BUT BE VERY CAREFULL NOT TO PRESS IT MORE THAN 1 TIME! OR YOU WILL MISS THE SECOND SCREEN ENTIRELY! IN MOST CASES YOU COULD JUST REPEAT TEXT BUT THERE ARE PLACES WHERE AN ANSWER OR SOLUTION WILL BE ASKED FOR AND THE CONTROL WINDOW WILL NOT APPEAR UNTIL YOU DO -SO BE CAREFUL WITH YOUR KEYPRESSES. ***

E. THE BACKROOM - THIS IS FOUND IN THE GREEN OTTER - IT IS OF COURSE A GAMBELING HALL - OR A FOUR WHEELED WHEEL OF FORTUNE OR MISERY! ACESS TO THE BACKROOM CAN ONLY BE GAINED BY USING THE CORRECT PASSWORD 'GOLDENROD' -ALDARA TELLS YOU THE RIDDLE FROM WHICH THE PASSWORD CAN BE DERIVED. IN THE BACKROOM - THE PARTY MEMBERS ARE REQUIRED (IF THEY WISH TO PLAY) TO PUT UP 500 GP AS THEIR INITIAL STAKE. THE WHEELS ARE THEN SPUN AND THE WAGER, AN AUTOMATIC 100 GP ONE, WILL BE TAKEN FROM THEIR STAKE IF THEY LOOSE! QUADS PAY OFF AT 2000GP. (IF YOU GET QUADS PLEASE LET US KNOW! THEY ARE RARE TO SAY THE LEAST.) THE PLAYERS CAN QUIT ANYTIME.

2A.OPERATIONS FUNCTIONS IN RAI'MORTH'S DUNGEON.

A.BASICALLY EVERTHING REMAINS THE SAME WITH A FEW EXCEPTIONS:

AA.FLIP THE DIRECTION STRIP OVER TO THE SIDE MARKED --USE THIS SIDE IN RAI'MORTH'S DUNGEON--

THE KEYS CORRESPONDING TO THE CONTROL WINDOW ARE 1,2,3,4,5,6,7,8,9,0 [DON'T HIT ESCAPE OR YOUR CPU WILL MELT AND BYTE YOU IN IT'S DEATH THROES!!] [NAW! NOT REALLY]. THERE ARE 4 KEYS THAT COULD REMOVE YOU FROM THE FRAY IF PRESSED BY ACCIDENT. KEYS #2,#4,#7,#8-IF YOU PRESS ANY OF THESE AND THE REQUIREMENTS TO USE THE KEYS HAVE BEEN MET (KEY#4 AND KEY#7) THEN A 'CONFIRM KEYPRESS (Y/N)' MESSAGE WILL APPEAR IN INVERSE VIDEO. IF YOU PRESS KEY#2 OR KEY#8-YOU WILL AUTOMATICALLY GET THIS MESSAGE. IF YOU WISH TO REMAIN WHERE YOU ARE TYPE N !! IF IN THE FORMER CASE (#4,#7) AND YOU ARE TRYING FOR THE JAR OR TRYING TO BREAK IT, THEN BE ADVISED THAT WHEN TRYING FOR THE JAR AND YOU CONFIRM KEYPRESS, RAI'MORTH CASTS A SPELL. WHETHER THE CHARACTER(S) THAT WENT FOR THE JAR ARE ABLE TO GET IT IS UP TO YOU. IF YOU HAVE PRESSED #4 AND HAVE GOTTEN A CONFIRM KEYPRESS MESSAGE THEN BE ADVISED THAT IF YOU TYPE Y THAT THE ADVENTURE HAS BEEN COMPLETED. YOU WILL BE TAKEN FROM RAI'MORTH'S DUNGEON AND PLACED AT "QUEST'S END". *WATCH YOUR KEYPRESSES*

KEY#1 CAST SPELL- PRESSING THIS KEY CASTS ONE OF RAI'MORTH'S SPELLS, THE SPELL WILL BE PRINTED IN INVERSE VIDEO ALONG WITH A DAMAGE OR DESCRIPTION LINE. THESE SPELLS ARE RESERVED FOR RAI'MORTH.

KEY#2 TELEPORT- THIS WILL REMOVE THE PARTY FROM RAI'MORTH'S CHAMBERS BUT NOT FROM HIS DUNGEON!

KEY#3 SUBTRACT FROM SHELL (SHIELD) HIT POINTS - AFTER A ROUND OF BATTLE IN WHICH THE PARTY HAS BEEN ABLE TO DO SOME DAMAGE TO THE SHIELD, PRESS THIS KEY AND ENTER THE AMOUNT OF DAMAGE DONE. (REMEMBER THAT RAI'MORTH GETS SAVING THROWS ALSO).

KEY#4[(((BREAK JAR)))] - FIRST YOU HAVE TO GET THE JAR. THIS CAN ONLY BE DONE WHEN RAI'MORTH'S SHIELD POINTS DROP TO 0 OR LESS! BREAKING THE JAR THEN ENDS THE ADVENTURE. (IS RAI'MORTH REALLY GONE FOR GOOD--WELL WE'RE NOT SAYING!)

KEY#5 PARTY MEMBERS KILLED (KIA) - WE HOPE THAT #5 DOES NOT GET USED VERY OFTEN!! IT ADDS 1 TO THE NUMBER OF PARTY MEMBERS KILLED.

KEY#6 - THIS SHOULD BE USED SPARINGLY AS IT REDUCES THE TOTAL PARTY DAMAGE IF IT IS SUCCESSFUL. IF YOU PRESS THIS KEY AND NOTHING HAPPENS THEN THE 'LINES ARE BUSY' TRY AGAIN LATER! (THIS HAS BEEN A RECORDING FROM DIETIES HALL).

KEY#7 - TRY FOR JAR - THIS WILL ALLOW THE CHARACTERS TO TRY AND GET POSSESSION OF RAI'MORTH'S ESSENCE! IT WILL NOT BE FUNCTIONAL IF THE SHIELD POINTS ARE GREATER THAN 0.

KEY#8 - THE PARTY WILL BE TELEPORTED BACK TO THREE RIVERS. THERE IS NO SAVE GAME FUNCTION TIED TO THIS KEY. IN THE EVENT THAT THINGS GO BADLY OR IN THE EVENT THAT THE PARTY IS UNABLE OR UNPREPARED FOR RAI'MORTH'S POWERS, PRESS THIS KEY TO BEGIN AGAIN AT START.

KEY#9 - DICE AND DAMAGE - YOU'VE SEEN THIS BEFORE - TO CLEAR OUT THE D/D WINDOW -PRESS RETURN.

KEY#0 - FIEND - CALLS UP A FIEND FROM THE TEXT FILE MEAT. RAI'MORTH ALSO HAS ACCESS TO THE CALLING UP OF FIENDS! (THIS IS DONE VIA THE PROPER SPELL CAST BY HIM). USE THIS AS A BATTLE INTENSIFYER, IF THINGS ARE GOING BADLY FOR RAI'MORTH OR TURN IT AROUND AND SUMMON UP SOME HELP!

3. PREPARING FOR THE SCENARIO-SECTION

A. PREPARING FOR THE SCENARIO. WE WOULD SUGGEST THAT YOU USE FULLY

GM GUIDES I THROUGH III TO BUILD UP MCP'S, TRICKS, TREASURES, MONSTERS (OVER AND BEYOND THOSE AVAILABLE ON THIS DISK). TO DO THIS YOU SHOULD BE FAMILIAR WITH THE LOCATIONS AND WHAT HAPPENS THERE. MOST IMPORTANTLY THE LOCATIONS THAT YOU ARE PLANNING TO RUN DURING THIS SESSION!

GENERAL TIPS AND POINTERS:

FOR THE MOST PART THE ENEMIES THAT THE PARTY WILL FACE RANGE FROM LEVELS (1-7), THERE ARE HIGHER LEVELS, BUT NOT IN LARGE NUMBERS. THE COMPLETION OF THIS SCENARIO REQUIRES THE DEFEAT OF RAI'MORTH WHO IS A POTENT DEALER IN HIGH-LEVEL SORCERY! WHEN YOU ARE PLAYING RAI'MORTH, REMEMBER THAT HE IS ALLOWED MULTIPLE ATTACKS AND THAT THESE ATTACKS CAN COME FROM ANY DIRECTION IN THE ROOM! (RAI'MORTH'S LEVEL CAN ONLY BE GUESSED AT AS HE IS AN ANCIENT PRACTITIONER OF THE 'ARTS'-IN ORDER TO HIT THE TARGET-KEEP A CLOSE EYE ON THE SHIELDS ARMOR CLASS-IF YOU MUST HAVE A LEVEL THAN ANYWHERE BETWEEN 14 AND 23 WOULD BE APPLICABLE). ANOTHER POINT TO REMEMBER IS THAT ONCE THE PARTY ENTERS THE "MAIN HALL" THERE IS NO WAY OUT EXCEPT VIA THE DESTRUCTION OF RAI'MORTH, OR BY USING THE QUIT FUNCTION. THE QUIT FUNCTION, IN RAI'MORTH'S CHAMBERS WILL RETURN THE PARTY INTACT (WOUNDED, DEAD OR ALIVE) TO THREE RIVERS. IT, UNLIKE THE QUIT/SAVE FUNCTION ON THE MAIN MENU WILL NOT SAVE THE LOCATION TO DISK. RATHER THAN CREAMING THE PARTY ,IT WOULD BE WISER TO TELEPORT FROM HIS CHAMBER IF IN TROUBLE. (THE TELEPORT FUNCTION WILL REMOVE THE PARTY FROM HIS CHAMBERS BUT NOT FOR HIS DUNGEON). RAI'MORTH'S STRENGTH MAY BE LESSOR OR GREATER WHEN YOU RETURN. RAI'MORTH'S ATTACK WILL BE PURELY A MAGICAL ONE AND YOU SHOULD HAVE SAVING THROWS WORKED OUT IN ADVANCE FOR ALL OF YOUR PLAYERS. RAI'MORTH WILL UNLOAD A BATTERY OF SPELLS (SOME ARE VERY POTENT) IN THE EARLY STAGES OF THE BATTLE. AS HE USES HIS SPELLS YOU WILL NOTICE THAT, 1. THE ARMOR CLASS OF HIS SHIELD GOES UP AND DOWN ACCORDING TO THE TYPE OF SPELL CAST. 2. THAT AS HE CASTS MORE AND MORE SPELLS HE WILL BEGIN TO EXHAUST THEM. (FOR A SHORT TIME ONLY). THIS SLIGHT PERIOD OF GRACE MAY BE THE ONLY TIME THAT HE CAN BE DEFEATED. IF YOU AS GM VALUE THE PARTY, ALLOWING THEM TO HEAD DIRECTLY TO THE HOLLOW WOULD BE A MISTAKE. THERE ARE A NUMBER OF MINI-SCENARIOS WITHIN THIS ADVENTURE (SEE SCENARIO SUGGESTIONS SECTION).

FOR EASE OF PLAY WE SUGGEST THAT YOU TAKE EACH OF YOUR PLAYERS AND USING GM I FIGURE OUT THE ROLLS THAT THEY NEED TO HIT THE ATTACKERS FOUND IN THE ADVENTURE (LEVELS 1-7,9-)). FIGURE OUT THESE BY PLUGING IN ARMOR CLASSES FROM -4 TO 7. MANY OF THE ATTACKERS WILL NOT HAVE AN ARMOR CLASS DESIGNATION, THIS IS FOR YOUR ADDED LEeway. YOU MUST DECIDE THE A/C OF THE INDIVIDUALS ENCOUNTERED THIS WOULD BE A GOOD TIME TO CRANK UP GMIII AND HAVE YOUR PRINTER SPIT OUT SOME READY MADE CHARACTERS JUST TO HAVE ON HAND! NOTE SOME OF THE ATTACKERS (FIENDS ALWAYS) HAVE A DESIGNATED A/C -USE IT OR NOT-AS YOU SEE FIT. THE TREASURE FILES ON GMI SHOULD BE A VALUABLE TOOL WHILE PREPARING FOR ADVENTURE#1 ALONG WITH THE TRICKS FILE, TOWNES AND TOURNAMENT FOUND IN GMII. IN SHORT USE ALL OF THE TOOLS THAT YOU HAVE AT HAND TO MAKE YOUR JOB EASIER.

WE HAVE PUT MANY LONG MONTHS IN THE MASSIVE TEXT FILES FOUND IN ADVENTURE#1- BUT WE, AS ALWAYS, DO NOT WANT TO RUN YOUR GAME FOR YOU! THEREFORE EACH LOCATION (WITH THE EXCEPTION OF A VERY FEW) ARE STARTING POINTS FOR YOU TO EXPAND UPON!!! IF YOU PLAY THIS SCENARIO LIKE A ONE PLAYER NORMAL ADVENTURE GAME YOU WILL

BE DEFEATING IT'S PURPOSE ALTOGETHER! ADVENTURE#1 - RAI'MORTH'S HOLLOW WAS DESIGNED TO BE PLAYED BY MULTIPLE PLAYERS AND -RUN BY A GAME MASTER! ** NOT BY THE COMPUTER!! GAME MASTER'S ARE THE LIFE GIVERS IN THE FRP WORLDS!! THE COMPUTER IS YOUR TOOL!!! WE HARDILY SUGGEST THAT YOU WEAVE YOUR OWN IDEAS INTO THE STORY LINE AND MAKE USE OF ITEMS, TOWNES ETC. FOUND IN THE GM GUIDES, PLUS YOUR INVALUABLE KNOWLEDGE.

4. MAPS- ENCLOSED YOU WILL FIND THREE MAPS AND A BLANK SHEET OF GRAPH PAPER. WE ARE ALLOWING YOU THE RIGHT TO COPY THESE COPYRIGHTED MAPS FOR USE IN PLAY ONLY. MAP#1 - PLAYER'S MAP - THIS IS A BASIC MAP ON HEX PAPER THAT SHOWS THE AREA IN WHICH ADVENTURE#1 TAKES PLACE. ONLY THE MAJOR AREAS ARE NAMED. THIS IS TO FACILITATE THE DRAWING IN OF THE VARIOUS LOCATIONS THAT THE PLAYERS WILL ENCOUNTER. THE GRAPH PAPER SIDE IS FOR THE MAPPING OF THE DUNGEON(S). GM'S SCHEMATIC - THIS MAP HAS EVERY LOCATION (THOSE WITH AN M#) PUT IN ITS APPROXIMATE POSITION (SPACE ALLOWING) . EACH LOCATION SHOWS THE ROUTES THAT LEAD TO AND FROM IT. STUDY AND USE THIS MAP FREQUENTLY AS IT IS AN INVALUABLE AIDE IN GETTING TO KNOW THE AREAS IN WHICH YOU ARE RUNNING YOUR CURRENT SESSION. RAI'MORTH'S DUNGEON - GM'S SCHEMATIC - THIS HAS THE SAME FUNCTION AS THE AFORE MENTIONED MAP. NOTICE THAT ON THIS MAP THE TELEPORT SECTIONS DO NOT SHOW WHERE THE PARTY MAY BE TELEPORTED TO. THIS IS LEFT FOR YOU TO DISCOVER! NOTE THAT THE MAPS FIT RATHER NICELY ON TOP OF YOUR COMPUTER, ALLOWING YOU ROOM FOR OTHER MATERIALS ELSEWHERE.

5. SUGGESTED SCENARIOS SECTION.

A. THREE RIVERS - AS THE CENTRAL BASE THIS TOWN WILL PROVE INVALUABLE (THE HEALERS ARE HERE-THEIVES GUILD ?? POSSIBLY). THERE IS AN MCP TO BE FOUND AT THE BOATYARDS THAT MIGHT INTEREST YOU. AND OF COURSE THE TOWN COULD EASILY BE EXPANDED DURING PLAY ALLOWING YOU TO ADD YOUR OWN BRAND TO THREE RIVERS!! MOST OF THE EXCHANGE OF ITEMS (TRADE) WOULD BE DONE HERE YOU MAY DECIDE TO PUT A BOUNTY ON THE OUTRIDERS AND MAKE THEM 'LEGENDARY BLACKGUARDS'. IF YOUR PARTY IS INEXPERIENCED KEEPING THEM CLOSE TO THREE RIVERS WOULD BE ONE WAY TO BUILD THEM UP BEFORE TRYING THE TOUGHER AREAS.

B. THREE RIVER ISLAND. WHY ALL THE SKULLS?? WHAT ARE THE ALTARS FOR?? WHO ARE THE MUDMEN??

C. THE SOUTHERN FORK- AN EXPEDITION OF THE LOCALES IN THE SOUTHERN AREA WOULD BE ANOTHER WAY TO BUILD UP SOME EXPERIENCE FOR YOUR PLAYERS. THERE IS ANOTHER MCP TO BE FOUND IN THIS AREA. ONE THAT WILL HELP BOLSTER ANY PARTY! (HE IS WILLING AND ABLE TO FIGHT--FOR A FAIR SHARE OF COURSE).

D. THE CITY OF BOG-- HERE YOU COULD WEAVE AN ENTIRE SCENARIO USING YOUR OWN UNDERGROUND SCENARIO. THE MUDMEN ARE A NEW CHARACTER CLASS (AS ARE THE WILDMEN FOUND IN HARTHIRE - GMII) THEY HAVE THE ABILITY TO CHANGE FROM A LIQUID MASS TO A SEMI-SOLID ONE-TO A SOLID MASS-AND BACK AGAIN. THEY ARE NOT HARMED BY FIRE, LIGHTNING, NORMAL WEAPONS, AND THEIR A/C IS INCREDIBLY LOW. THE MUDMEN ARE NOT HIGHLY INTELLIGENT, BUT ARE GENERALLY PEACEFUL. OF COURSE, IN THEIR UNDERGROUND TUNNELS, MANY OTHER DANGERS CAN BE FOUND. THE SPELL MUD TO STONE, IF USED AT THE RIGHT TIME, COULD BE VERY BOTHERSOME TO A MUDMAN. THEY HAVE A TRIBAL CHIEF, WHO IS INTELLIGENT, TO THE POINT OF BEING ABLE TO CAST SPELLS, ETC. HERE IS THE POOL OF

LIFE. THE MUDMEN IF BEFRIENDED WILL, FROM TIME TO TIME OFFER HELP, THOUGH NOT IN NUMBERS GREATER THAN 2-3.

E.PATHS OF THE UNDEAD- THERE IS A MINOR DEITY TO BE FOUND HERE ONE THAT IS RESPONSIBLE FOR THE PEACE OF THE REALM. HE HAS BEEN ENTOMBED FOR AGES AND THEREFORE NOT ABLE TO CARRY OUT HIS MISSION FREEING HIM WOULD, OTHER THAN GIVING THE PARTY A WISH + WHATEVER ITEMS YOU FEEL APPROPRIATE, PUT HIS CONSIDERABLE HELP ON THE PARTIES SIDE! HE WILL NOT TRAVEL WITH THE PARTY AS HE HAS MANY TASKS LONG INTENDED, TO SEE TO, BUT IN EXTREME EMERGENCIES THERE IS A GOOD CHANCE THAT HE WOULD OFFER SOME HELP (HEALING) TO THE PARTY. HE WILL NOT, OF COURSE, KILL RAI'MORTH. ETC.!! -- DIGING UP ANOTHER GRAVE WHILE IN THE PLACE COULD BRING ON ANOTHER ADVENTURE (MINOR DEMON?? ETC.)

F. AS YOU CAN SEE THERE ARE INNUMERABLE WAYS TO ADD TO EACH AND EVERY LOCATION IN ADVENTURE#1 THUS INCREASING YOUR PLAYING TIME AND FUN!!

6. TELEPORT AREAS

A.CIRCLE OF STONES- THREE DIRECTIONS LEAD TO THE LOSS OF THE PARTIES BOAT(S) AND THE IMMEDIATE TELEPORTATION (NON-VIOLENTLY) TO 1 OF 4 RANDOM LOCATIONS.

B.M#40-CLEARING -- NON VIOLENT TELEPORTATION-40% OF THE TIME.

C.M#52-TELEPORT- HERE THE PARTY IS TELEPORTED TO MAINLY NASTY LOCATIONS VIA THE NETHER WORLD TRANSPORT. (SEE NETHER WORLD TRANSPORT SECTION)

D.M#23-NORTHERN WHITE WATER - THIS LOCATION IS IN A PART OF THE RIVER THAT IS NOT TRAVERSABLE -- HENCE LOSE OF BOAT AND A RANDOM SPOT WHERE THE PARTY WASHES UP!! COULD BE THE SWAMP!!

E.M#25-PATHS OF THE UNDEAD- HERE, DEPENDING ENTIRELY ON THE PARTIES ANSWERS, IS A CHANCE TO BE TELEPORTED NON-VIOLENTLY.

F.RAI'MORTH'S DUNGEON- THERE ARE NUMEROUS BLIND NICHES (DOORS THAT LEAD ONLY TO THE NETHER WORLD TRANSPORT) THESE ARE VIOLENT TELEPORTS IN SO MUCH AS THERE IS A GOOD CHANCE THAT THE PARTY WILL BE FACED WITH THE TASK OF DEFEATING SERPENTS, GHOULS ETC. BEFORE THEY ARE ALLOWED TO REACH THEIR DESTINATION.

7. NETHER WORLD TELEPORT SECTION

THIS IS RAI'MORTH'S PERSONAL TELEPORTATION SYSTEM. IT IS OF COURSE DANGEROUS TO USE OR BLUNDER INTO!! THERE IS ABOUT A 40% CHANCE THAT THE PARTY WILL FACE FROM 1-15 ATTACKERS BEFORE THEY ARE ABLE TO LEAVE THE TELEPORT!!

8. COMBAT SECTION

COMBAT SHOULD BE HANDLED IN THE NORMAL WAY. YOU WILL NOTE THAT THERE IS A DICE COMMAND IN THE CONTROL WINDOW THAT ROLLS ALL THE DICE NEEDED! ON THE SCREENS THAT PRODUCE A LIST OF ATTACKERS THERE WILL APPEAR AT THE END OF THE LIST AN INVERSE LINE THAT READS -ATTACKERS TO HIT AND DAMAGE ROLLS- . FOLLOWING THIS THERE WILL BE TWO ROLLS FOR EACH ATTACKER. EXAMPLE: #1 15/6 #2 1/0 -- THE FIRST NUMBER IS A D/20 THE SECOND IS A D/8 OR A TO HIT ROLL FOLLOWED BY A DAMAGE ROLL. BE ASSURED THAT IN THE EVENT OF A 20 OR A 1 THAT THE PROGRAM HAS TAKEN THIS INTO ACCOUNT. ON THE LATTER INSTANCE (1) THE DAMAGE RESULT IS 0. THE DAMAGE IN THE CASE OF A 20 IS 20/8.

9. [GM- NOTES SECTION]

YOU WILL NOTICE THAT MANY SCREENS INCLUDE GM NOTES. THESE ARE FOUND OR CONTAINED IN "C J" OR "()" THESE ARE GENERALLY FOR YOUR EYES ONLY!! AS MANY GIVE AWAY THE SECRETS TO THE PARTICULAR AREA IN WHICH THE PARTY IS LOCATED! SOME ARE VERY SHORT WHILE OTHERS ARE FULL SCREENS. WATCH FOR THESE!!

10. AGMORTH THE AGING WIZARD- HE CAN BE FOUND IN THE RUINS. THERE IS ONE SURE WAY TO BE RID OF HIM AND THERE ARE MANY HINTS IN VARIOUS LOCATIONS THAT EXPLAIN HOW THIS CAN BE DONE. AGMORTH, IF NOT DEFEATED, BEFORE ATTEMPTING TO DESTROY RAI'MORTH WOULD COME TO RAI'MORTH'S AID!!!

GENERAL NOTES AND COMMENTS.

THERE IS MUCH TO BE DONE IN THIS ADVENTURE. RIDDLES TO BE SOLVED, EVIL TO BATTLE, AND NEARLY 90 LOCATIONS TO TRAVERSE! BE ASSURED THAT WE HAVE SPENT MANY, MANY, MANY LONG MONTHS PREPARING THIS SCENARIO. ADVENTURE #2 IS ON THE BOARDS NOW AND IT WILL BE FOUND IN THE SAME CONTINENT (LAND) AS ADVENTURE #1 AND THE TOWNES OF GM II. AT SOME POINT IN THE FUTURE WE WILL MOST LIKELY BE COMING OUT WITH A MAP OF THE ENTIRE CONTINENT (AS NEEDED). SINCE THIS IS A NEW CONCEPT WE WOULD BE MUCH OBLIGED FOR YOUR PERSONAL FEELINGS ETC. THE FEEDBACK THAT WE RECEIVE FROM YOU THE USER WILL HELP US IN OUR DESIGNING OF FUTURE ADVENTURES!!

MORE OR LESS TECHNIQUE SECTION----

1. IF YOU LOOK AT THE DISK CATALOG -- (WITH THE PROPER UTILITY) YOU WILL SEE THAT THERE ARE 2 SECTORS FREE. IN OTHERWORDS THE DISK IS FULL! BE SURE TO MAKE A BACKUP COPY OF YOUR MASTER DISK! DO NOT TRY A RENUMBER UTILITY ON THE MAIN PROGRAM -- IT WON'T WORK!! THERE ARE A NUMBER OF ROUTINES MOST OF WHICH ARE FOUND IN LINES 29-499. THESE ROUTINES CONTROL THE FLOW OF THE PROGRAM. PLEASE BE SURE OF WHAT YOU ARE DOING IF YOU DECIDE TO CHANGE ANY VALUES. THE # OF ATTACKERS IS A VARIABLE THAT IS HELD IN THE LINES THAT MAKE UP THE PARTICULAR LOCATION IN WHICH THESE ATTACKERS ETC. APPEAR. THERE (IN THE FIRST OR SECOND LINE USUALLY ARE THE SET-UPS FOR ACCESSING THE VARIOUS ROUTINES. TO CHANGE A LOCATIONS MAXIMUM # OF ATTACKERS THERE IS A FNR(?) STATEMENT CHANGING THE ? TO A LOWER # WILL CHANGE THE # OF ATTACKERS. THIS IS ONLY VALID IF THE FNR(?) ACESSESS THAT ATTACKER ROUTINE ***IMPORTANT -- DO NOT RAISE THE VALUE --FNR(?) IN THE ATTACKER SET-UP TO A NUMBER GREATER THAN 15!! WATCH ALSO THAT THE FNR(?) SOMETIMES ADDS ANOTHER # TO THE FNR(?). EX FD=FNR(11)+4 IN THIS CASE FD WOULD BE = TO A RANDOM NUMBER FROM 5-15. IF YOU WERE TO CHANGE THIS FNR(11) TO FNR(15)+4 THAN THE RANGE WOULD BE FROM 5-19 AND ANY # OVER 15 WILL CAUSE AN ERROR!!! PLEASE DO NOT PRESS CONTROL/RESET WHILE THE DISK DRIVE IS RUNNING!! SUPPORT IS AVAILABLE IN THE EVENT THAT YOU WANT TO CHANGE A PARTICULAR LOCATIONS ACTIONS. MAJOR CHANGES (ADDITIONS) ARE NOT ADVISED AS THE PROGRAM OVERHEAD RUNS BETWEEN 3 AND 4 K ON A 64 K APPLE. AND OF COURSE THE DISK IS DOWN TO 2 SECTORS. THERE ARE NO FILES ETC. ON THE MASTER THAT ARE NOT USED! DO NOT DELETE ANYTHING ! SUPPORT AVAILABLE. DO NOT PRESS CONTROL/RESET WHILE DISK IS RUNNING!

AS ALWAYS ----- HAPPY GAMING ----- A SPECIAL THANKS TO DEN !!

RAI'MORTH'S HOLLOW™

1

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From the author of
GAME MASTER'S GUIDES™
A Multi-player FRP
computerized scenario!

⊗ MENU-DRIVEN, EASY TO USE!

⊗ COPYABLE, LISTABLE, MODIFIABLE!

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IBM IS A TRADEMARK OF IBM, INC.
MS-DOS IS A TRADEMARK OF MICROSOFT CORPORATION

1 Disk Drive

"BOOTING INSTRUCTIONS"

* READ THIS FIRST *

THIS DISK DOES NOT CONTAIN DOS, AND IS NOT BOOTABLE
PLEASE MAKE A BACK-UP COPY AND PUT IT AWAY.

To boot program, **ONLY**, jump to step #10 (easy start).

1. Boot your DOS 3.3* systems master disk. Remove systems master.
2. Insert our program disk in drive #1.
3. Type "NEW" and press (return). Type "LOAD HELLO" and press (RETURN).
4. Remove our program and insert a blank disk in drive #1.
5. Type "INIT HELLO" and press (RETURN). Refer to this disk as disk #1.
6. Remove disk #1 from drive #1 and insert your DOS 3.3* master in drive #1.
7. Type "NEW" and press (RETURN). Type "BRUN FID" and press (RETURN).
8. When the "FID"* menu appears, remove systems master, press (1) copy files.
9. If you have two drives use steps a-k. If you have one drive use steps m-p.
- A. Put disk #1 in drive #2, and your copy of our program in drive #1.
- B. For source slot - enter the slot # that holds your disk drive cont/card.(6)
- C. Press (RETURN). Type "1" for source drive number.
- D. Enter slot # of 2nd drive (6 is normal).
- E. Type "2" for destination drive number. Press (RETURN).
- F. Enter "=" (equal sign) for file name. Press (RETURN).
- G. Type "Y" in answer to "DO YOU WANT PROMPTING".
- H. Press (RETURN) and if ready press (RETURN) again.
- I. Type "N" for file "HELLO" and "Y" for all other files.
- J. Quit "fid" and put disk #1 in drive #1. Type "CATALOG" and "LOCK HELLO".
- K. That's it! Boot disk #1 by turning on your system or typing "PR#6".

L. SINGLE DRIVE TRANSFER

- M. For source slot enter the slot # that holds your disk drive cont/card.
- N. Source drive = 1. Destination drive = 1. Insert your copy of our program in drive #1 and press (RETURN). Type "=" (equal sign) for file name, (RETURN).
- O. Type "Y" in answer to "DO YOU WANT PROMPTING", (RETURN).
- P. Type "N" for file "HELLO" and "Y" for all other files. Swap Your copy of our program with your disk#1 (the one containing the "HELLO" program) when you are instructed to. Continue until done. See steps j-k for results.
10. Running our program or a straight back-up copy of our disk.
 - a. Insert your DOS 3.3* systems master and boot it. Replace it with our disk or back-up copy and type "RUN HELLO", (RETURN).
11. You can install dos on our disk using many programs. (MASTER CREATE* for one). Do not try this on your original disk, back-up only. WARRANTY IS VOIDED IF DISK IS BLOWN IN THIS MANNER. Re-coding fee is \$7.50. NOTE: Our text files are not supported by ProDOS*.

DOS 3.3, FID, MASTER CREATE and ProDOS are TRADEMARKS of APPLE INC.

Use this Side in Rai'Morth's Chambers

Game Master's Guide

Adventure #1

Rai'Morth's Hollow

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NOT USED	1	2	3	4	5	6	7	8	9	0
	NORTH	SOUTH	EAST	WEST	N/E	N/W	S/E	S/W	DICE and DAMAGE	
NOT USED					Fold Here					

FIEND	DICE and DAMAGE	QUIT/START OVER [NO SAVE]	TRY FOR JAR	DIET'S HELP [SUBTRACTS FROM PARTY DAMAGE]	ADD TO # OF PARTY KILLED [BY 1]	BREAK JAR [END GAME]	SUBTRACT from SHELL HIT PTS.	TELE-PORT	CAST RAI'-MORTH'S SPELL	NOT USED
					Fold Here					
0	9	8	7	6	5	4	3	2	1	

NORTHEASTERN
GRASSLANDS

HOLLOW

THE GREAT
FANGTHORN FOREST

RAPIDS

THE NORTHERN
GRASSLANDS

HIGH GRASS

THE EASTERN
GRASSLANDS

THREE RIVERS

BOATYARDS

NORTHERN RIVER

HIGH FORK

EAST FORK

THREE RIVER ISLAND

CAMP

COVE

BOG

SERPENTINE MTNS.

CAMP

GAME
--MASTER'S--
GUIDETM

***** PRESENTS *****

ADVENTURE#1
RAIMORTH'S
HOLLOWTM

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PLAYER'S MAP

RAPIDS

SOUTHERN FORK

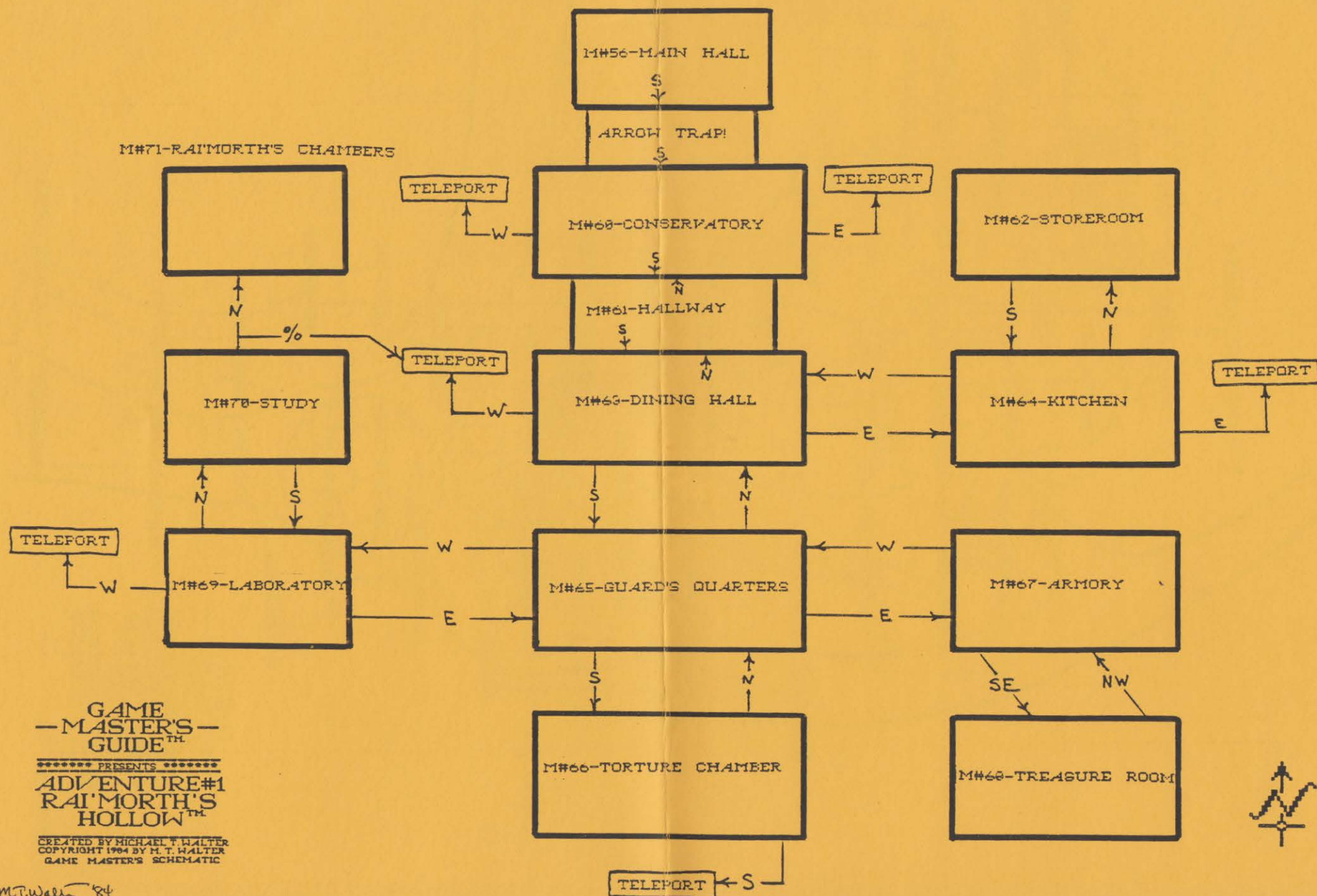
CAMP

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-RAI'MORTH'S DUNGEON-



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ADVENTURE#1
RAI'MORTH'S
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GAME MASTER'S SCHEMATIC